

**Amendments to the Claims**

1-18. (Canceled).

19. (Currently Amended) A broadcasting method comprising the steps of:  
Do Not Enter  
/L.H./  
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broadcasting encrypted contents from a broadcasting side wherein said  
encrypted contents are encrypted by said broadcasting side and said encrypted  
contents are stored into a storage medium at a receiving side; and  
broadcasting a play command with a decryption key at a time after  
broadcasting said encrypted contents to cause the encrypted contents to be played,  
wherein the time at which the play command and decryption key are broadcast is  
predetermined by said broadcasting side and said decryption key is stored into a  
memory at a receiving side;  
wherein, upon receiving said play command, the receiving side causes said  
encrypted contents to be retrieved from said storage medium and decrypted using  
said decryption key to produce decrypted contents, and wherein the decrypted  
contents are outputted and said decryption key is deleted from said memory when  
output of said decrypted content is finished,  
wherein said encrypted contents are broadcasted with a first identifier  
identifying said encrypted contents, and  
wherein said play command is broadcasted with a second identifier identifying  
said first identifier to indicate that said encrypted contents, broadcast with the first  
identifier, are to be retrieved from said storage medium for output.

20. (Previously Presented) A broadcast receiver comprising:

a receiving unit which receives encrypted contents, which is encrypted by a broadcasting side, broadcasted from the broadcasting side, and receives a play command with a decryption key at a time after broadcasting said encrypted contents to cause the encrypted contents to be played, wherein the time at which the play command and the decryption key are broadcast is predetermined by said broadcasting side;

a storage medium which stores said encrypted contents;

a memory which stores said decryption key; and

a processor which stores said encrypted contents into said storage medium, stores said decryption key into said memory, retrieves said encrypted contents from said storage medium in accordance with said play command, decrypts said encrypted contents by using said decryption key stored in said memory for output to produce decrypted contents and deletes said decryption key from said memory when output of the decrypted contents is finished,

wherein said encrypted contents are broadcasted with a first identifier identifying said encrypted contents, and

wherein said play command is broadcasted with a second identifier identifying said first identifier to indicate that said encrypted contents, broadcast with the first identifier, are to be retrieved from said storage medium for output.

21. (New) The broadcasting method according to claim 19, wherein said encrypted contents broadcast in said first time period include an end store command for terminating the storing of said contents into said storage medium.

22. (New) The broadcast receiver according to claim 20, wherein said encrypted contents broadcast in said first time period include an end store command for terminating the storing of said contents into said storage medium.

23. (New) The broadcast receiver according to claim 22, wherein said processor terminates the storing of said encrypted contents into said storage medium the moment said end store command is received.

24. (New) The broadcast receiver according to claim 20, wherein the processor finds a store start command and stores said encrypted contents subsequent to said store start command.

25. (New) The broadcast receiver according to claim 22, wherein the processor finds a store start command and stores said encrypted contents subsequent to said store start command.